

or

Double-click the icon next to the selected symbol name.

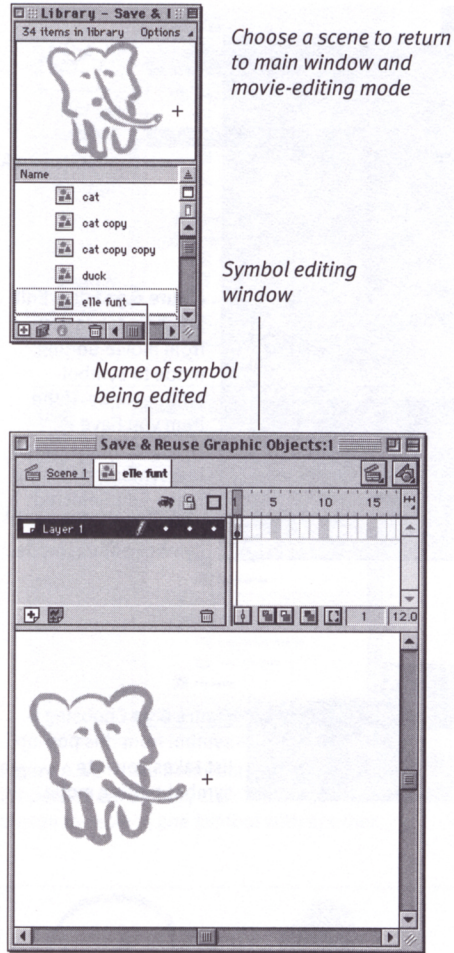
or

Double-click the symbol in the preview window.

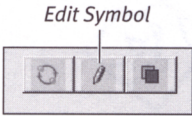
Flash opens the symbol editor in the current window (**Figure 6.33**).

✓ **Tips**

- Once you've placed an instance of a symbol on the Stage, you may want to edit it in context with the items around it. The contextual menu for symbol instances allows you to edit a symbol in place on the Stage with all other items grayed out. To evoke the Edit in Place command, Ctrl-click (Mac) or right-click (Windows) the symbol instance you wish to edit. From the contextual menu that appears, choose Edit in Place.
- You can also enter symbol-editing mode from within the Instance Properties dialog box. Choose the Definition tab. Select the symbol you want to edit from the Symbol list. Click the Edit Symbol button (**Figure 6.34**). Flash takes you back to the Stage in symbol-editing mode.
- You can edit a symbol in a separate window from your movie. Select an instance of the symbol on the Stage. Ctrl-click (Mac) or right-click (Windows) to access the contextual menu. Choose Edit in New Window.
- To evoke the Edit in Place command from the Instance Properties dialog box, Opt-click (Mac) or Alt-click (Windows) the Edit Symbol button in the Definition tab.



**Figure 6.33** Double-clicking a symbol in the Library window (top) takes you to symbol editing mode (bottom).



**Figure 6.34** The Edit Symbol button in the Instance Properties dialog box takes you directly to symbol-editing mode.